IN THE CLAIMS

Please amend the claims as follows:

1. (Currently Amended) A force feedback apparatus comprising:

a jetting ~~means~~ unit that includes ~~a nozzle~~ nozzles and that ~~can~~ is configured to control a jet amount or a jet direction of gas or liquid jetted from the ~~nozzle~~ nozzles; and

a jet control ~~means for controlling~~ unit configured to control the jet amount or the jet direction of the gas or the liquid according to a position or an orientation of a receiver that ~~receives~~ is configured to receive a pressure by the gas or the liquid jetted from the jetting ~~means~~ unit so as to provide force feedback to an operator, wherein the position or the orientation of the receiver is measured by a receiver measurement ~~means;~~ unit,

wherein, the nozzles are arranged in an equilateral triangular shape in the jetting unit, and when the receiver has a concave shape of a diameter D, intervals for placing each of the nozzles in the jetting ~~means~~ unit are set such that at least one nozzle exists within a region having a diameter of a constant × D, in which the constant is a positive value equal to or less than 1.

2. (Original) The force feedback apparatus as claimed in claim 1, wherein the receiver has a hemispheric shape and the constant is 0.8.

3. (Canceled)

4. (Currently Amended) The force feedback apparatus as claimed in claim 1, wherein the ~~nozzle~~ jetting unit includes a nozzle open/close ~~means~~ unit for opening or closing a nozzle of the nozzles in response to an occurrence of a jet of the gas or the liquid, and wherein a point

of support for opening and closing of the nozzle <u>with the</u> open/close ~~means~~ <u>unit</u> is provided on

[[the]] <u>an operator</u> side of the ~~operator~~ <u>nozzle</u>.

5. (Currently Amended) The force feedback apparatus as claimed in claim 1 ~~or 3~~,

further comprising <u>a</u> virtual object calculation ~~means for calculating~~ <u>unit configured to</u>

<u>calculate</u> a state of a virtual object in a virtual environment, to be displayed by <u>a</u> virtual

environment display ~~means~~ <u>unit</u>, according to the position or the orientation of the receiver.

6. (Currently Amended) The force feedback apparatus as claimed in claim 5, further

comprising <u>a</u> sound generation control ~~means for controlling~~ <u>unit configured to control</u> an

attribute of a sound~~, to be~~ generated by <u>a</u> sound generation ~~means,~~ <u>unit</u> according to the state of

the virtual object, or the position or the orientation of the receiver.

7. (Currently Amended) The force feedback apparatus as claimed in claim 6, wherein

the sound generation control ~~means controls~~ <u>unit is configured to control</u> the attribute of the

sound~~, to be~~ generated by the sound generation ~~means,~~ <u>unit</u> according to the state of the virtual

object, or the position or the orientation of the receiver, and according to identification of the

receiver or a shape or a color of the receiver measured by the receiver measurement ~~means~~

<u>unit</u>.

8. (Currently Amended) A force feedback method<u>,</u> comprising<u>:</u>

~~a step of~~ controlling a jet amount or a jet direction of gas or liquid <u>from nozzles</u>

<u>included in a jetting unit</u> according to a position or an orientation of a receiver that ~~receives~~ <u>is</u>

<u>configured to receive</u> a pressure [[by]] <u>from</u> the gas or the liquid jetted from ~~a nozzle~~ <u>the</u>

nozzles so as to provide force feedback to an operator, the nozzles being arranged in an

equilateral triangular shape in the jetting unit,

wherein, when the receiver has a concave shape of a diameter D, intervals for placing

the nozzles in the jetting means unit are set such that at least one nozzle exists within a region

having a diameter of a constant × D, in which the constant is a positive value equal to or less

than 1.

9. (Original) The force feedback method as claimed in claim 8, wherein the receiver has

a hemispheric shape and the constant is 0.8.

10. (Currently Amended) The force feedback method as claimed in claim 8, further

comprising:

a virtual object calculation step of calculating a state of a virtual object in a virtual

environment, to be displayed by a virtual environment display means unit, according to the

position or the orientation of the receiver.

11. (Currently Amended) The force feedback method as claimed in claim 10, further

comprising:

a sound generation control step of controlling an attribute of a sound, to be generated

by a sound generation means, unit according to the state of the virtual object [[,]] or the

position or the orientation of the receiver.

12. (Currently Amended) The force feedback method as claimed in claim 11, the sound

generation control step controlling an attribute of a sound including a step of controlling [[the]]

an attribute of [[the]] a sound, to be generated by the sound generation means, unit according

to the state of the virtual object [[,]] or the position or the orientation of the receiver, and

according to identification of the receiver or a shape or a color of the receiver.

13-14. (Canceled)